

**Division1**

**■Toss & Fetch Game(90 Sec) Best Five Throws Max Score : 22.5**

Throw	1	2	3	4	5	6	7	8
Point	0.0	3.0	4.5	4.5	4.5	4.5	0.0	0.0

2R	Penalty	Total
<b>21.0</b>	<b>0.0</b>	<b>21.0</b>

**■Freestyle(120 Sec)**

**Canine Elements Maximum Score : 10.0**

			1st	Final
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.10	2.08
2	Retrieval	The dog's ability to track, chase, and catch discs while showing a variety of retrieval options (dropping them away from, or near player, handing to player).	2.10	2.02
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.20	2.12
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.10	2.00

1st	Final
<b>8.50</b>	<b>8.22</b>

Judge Comment: *super good:)) need character a little bit, looks like lucky catch sometime:(*

**Player Elements Maximum Score : 10.0**

			1st	Final
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	1.81	1.85
2	Release Diversity	A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases.	1.83	1.81
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.85	1.83
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.90	1.88

1st	Final
<b>7.39</b>	<b>7.37</b>

Judge Comment: *Good planning of RT but still too much thinking is visible. Elegant mode is good but need more throwing skill. Too many BH. Need more FP. need skill to throw and toss in windy days.*

**Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements )**

			1st	Final
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.75	1.78
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	1.80	1.75
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.90	1.90
4	Dog Catch	1 dog catch with the disc in flight.	1.80	1.85
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.88	1.95
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.84	1.90
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	1.93	1.91

1st	Final
<b>7.55</b>	<b>7.66</b>

Judge Comment: *Good challenge Yu need train more posing&Swing, cause you ll feel dog is much faster when the wind.*

**1st Execution**  
Max Score : 10.0

Catches **19** / Throws **25** \* 10 = Execution

1st  
**7.60**

**Final Execution**  
Max Score : 10.0

Catches **15** / Throws **23** \* 10 = Execution

Final  
**6.52**

Penalty **0.00**      1st **0.00**      Final **0.00**

1st Total **31.04**      Final Total **29.77**

1st\*1.5 **46.56** +T&F **21.0** +Final\*1.5 **44.66** = Total **112.22**

Rank **2**

**ISDC**

EntryNo.

**2**

Player'sName

**Sakai, Nobuko**

Canine'sName

**Gash****Division1**

phone

**■Toss & Fetch Game(90 Sec)****Best Five Throws****Max Score : 22.5**

Throw	1	2	3	4	5	6	7	8
Point	0.0	0.0	0.0	0.0	0.0	0.0	2.0	0.0

T&F	Penalty	Total
<b>2.0</b>	<b>0.0</b>	<b>2.0</b>

**■Freestyle(120 Sec)****Canine Elements Maximum Score : 10.0**

1st

Final

			1st	Final
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.78	1.78
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	1.78	1.72
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.80	1.78
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.78	1.74

1st	Final
<b>7.14</b>	<b>7.02</b>

Judge Comment: **good catcher!! Show haer running or jump:))****Player Elements Maximum Score : 10.0**

1st

Final

			1st	Final
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	1.85	1.85
2	Release Diversity	A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases.	1.80	1.78
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.83	1.82
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.85	1.86

1st	Final
<b>7.33</b>	<b>7.31</b>

Judge Comment: **Some originality is coming. Throw to show the dogs AT more! posing for swing! polish G. Over seg for showcase.****Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements )**

1st

Final

			1st	Final
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.55	1.60
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	0.00	1.50
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.64	1.69
4	Dog Catch	1 dog catch with the disc in flight.	0.00	0.00
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.60	1.60
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.55	1.60
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	1.62	1.65

1st	Final
<b>6.41</b>	<b>6.54</b>

Judge Comment: **more execution  
Roller training for passing drive.**

**1st Execution** Max Score : 10.0 Catches **19** / Throws **23** \* 10 = Execution **8.26** (1st)

**Final Execution** Max Score : 10.0 Catches **15** / Throws **21** \* 10 = Execution **7.14** (Final)

Penalty **0.00** (1st) **0.00** (Final) **29.14** (1st Total) **28.01** (Final Total)

**1st\*1.5** **43.71** +T&F **2.0** +Final\*1.5 **42.02** = Total **87.73** Rank **10**

**ISDC**

EntryNo.

**3**

Player'sName

**Kimura, Shingo**

Canine'sName

**Midou****Division1**

phone

**■Toss & Fetch Game(90 Sec) Best Five Throws Max Score : 22.5**

Throw	1	2	3	4	5	6	7	8
Point	3.0	0.0	0.0	4.5	0.0	0.0	0.0	0.0

T&F	Penalty	Total
<b>7.5</b>	<b>0.0</b>	<b>7.5</b>

**■Freestyle(120 Sec)****Canine Elements Maximum Score : 10.0**

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.75	1.69		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	1.75	1.68		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.83	1.72		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.75	1.65	<b>1st</b>	<b>Final</b>
					<b>7.08</b>	<b>6.74</b>

Judge Comment:

**Player Elements Maximum Score : 10.0**

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	1.78	1.75		
2	Release Diversity	A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases.	1.80	1.70		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.79	1.76		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.77	1.74	<b>1st</b>	<b>Final</b>
					<b>7.14</b>	<b>6.95</b>

Judge Comment:

**un-smooth moving is distruction of dogs high performance. Don't repeat similar movement. More variety needed. Egg is take:( Flip M. needs better tempo.**

**Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements )**

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.60	1.62		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	1.20	1.60		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.58	1.63		
4	Dog Catch	1 dog catch with the disc in flight.	1.58	1.39		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.53	1.53		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	0.00	1.68		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	1.61	1.70	<b>1st</b>	<b>Final</b>
					<b>6.37</b>	<b>6.63</b>

Judge Comment:

**Show elements clear or make routine**

<b>1st</b>	<b>Execution</b> Max Score : 10.0	Catches <b>17</b> / Throws <b>24</b> * 10 = Execution	<b>1st</b> <b>7.08</b>
<b>Final</b>	<b>Execution</b> Max Score : 10.0	Catches <b>13</b> / Throws <b>20</b> * 10 = Execution	<b>Final</b> <b>6.50</b>
		<b>Penalty</b> <b>0.00</b> <b>1.00</b>	<b>1st Total</b> <b>27.67</b> <b>Final Total</b> <b>25.82</b>
<b>1st*1.5</b>	<b>41.51</b>	<b>+T&amp;F</b> <b>7.5</b> <b>+Final*1.5</b> <b>38.73</b> = Total <b>87.74</b>	<b>Rank</b> <b>9</b>

ISDC

EntryNo.

4

Player'sName

Yoshioka, Koji

Canine'sName

Yukon

Division1

phone

Toss & Fetch Game (90 Sec) Best Five Throws Max Score : 22.5

Table with 9 columns: Throw, 1, 2, 3, 4, 5, 6, 7, 8. Row 1: Point, 0.0, 4.0, 4.5, 4.5, 0.0, 3.0, 0.0, 0.0

Summary table with 3 columns: T&F (16.0), Penalty (0.0), Total (16.0)

Freestyle (120 Sec)

Canine Elements Maximum Score : 10.0

Table with 5 columns: Item No, Element Name, Description, 1st, Final. Items include Prey Drive, Retrieval, Athleticism, Grip.

Summary table for Canine Elements: 1st (7.24), Final (7.32)

Judge Comment:

Player Elements Maximum Score : 10.0

Table with 5 columns: Item No, Element Name, Description, 1st, Final. Items include Field Presentation, Release Diversity, Disc Management, Rhythmic Team.

Summary table for Player Elements: 1st (7.53), Final (7.51)

Judge Comment:

if you execute all throws, it'll look totally different. Throw for dog. Pre routine will be better with one more accent. ZZ is cool. More spin for tosses.

Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

Table with 5 columns: Item No, Element Name, Description, 1st, Final. Items include Two Different Overs, Two Different Vaults, Multiple Segment, Dog Catch, Team Movement, Passing Segment, Directional Distance Movement.

Summary table for Team Elements: 1st (6.67), Final (6.78)

Judge Comment:

フレールチンは何歩ステップを踏むとか決めてください。Zigzag was weak. Need more execution. This team strong will be Grip ジャッジに背中を向けるトリックは大変強に見せないとわかいづらいです

1st Execution summary: Max Score : 10.0, Catches 16 / Throws 23, \* 10 = Execution, 1st score 6.96

Final Execution summary: Max Score : 10.0, Catches 15 / Throws 20, \* 10 = Execution, Final score 7.50

Penalty summary: 1st (0.00), Final (0.00)

1st Total (28.40), Final Total (29.11)

Final calculation: 1st\*1.5 (42.60) + T&F (16.0) + Final\*1.5 (43.67) = Total (102.27)

Rank (8)

# ISDC

EntryNo. **5** Player'sName **Hirai, Yumi**

Canine'sName **Newton**

## Division1

phone

### ■ Toss & Fetch Game (90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	3.5	0.0	3.5	3.0	0.0	3.5	0.0	0.0

T&F	Penalty	Total
<b>13.5</b>	<b>0.0</b>	<b>13.5</b>

### ■ Freestyle (120 Sec)

#### Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.30	2.12		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	2.20	2.10		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.25	2.10		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.15	2.05	<b>8.90</b>	<b>8.37</b>

Judge Comment: **amazing dog!!**

#### Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	1.97	1.96		
2	Release Diversity	A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases.	2.00	1.95		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.03	1.98		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.07	1.97	<b>8.07</b>	<b>7.86</b>

Judge Comment: **Well planned moves. Nice originality. Stronger throws will make the routine look better. Show Overs and vaults better. Don't rush.**

#### Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements )

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.75	1.70		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	1.80	1.79		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.93	1.90		
4	Dog Catch	1 dog catch with the disc in flight.	1.85	1.85		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.89	2.00		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.81	1.81		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	1.90	1.94	<b>7.57</b>	<b>7.69</b>

Judge Comment: **Good job I want to feel more swing. You need to get experience wind competition. And fit your routine for it.**

<b>1st</b>	<b>Execution</b> Max Score : 10.0	Catches <b>18</b> / Throws <b>23</b> * 10 = Execution	<b>7.83</b>	1st
<b>Final</b>	<b>Execution</b> Max Score : 10.0	Catches <b>11</b> / Throws <b>22</b> * 10 = Execution	<b>5.00</b>	Final
		<b>Penalty</b> <b>0.00</b>	<b>0.00</b>	1st Total <b>32.37</b> Final Total <b>28.92</b>
<b>1st*1.5</b>	<b>48.56</b>	<b>+T&amp;F 13.5</b>	<b>+Final*1.5 43.38</b>	<b>= Total 105.44</b>
				<b>Rank 6</b>

**ISDC**EntryNo. **6** Player'sName **Shaun**Canine'sName **Goldrush****Division1**

phone

**■Toss & Fetch Game (90 Sec) Best Five Throws Max Score : 22.5**

Throw	1	2	3	4	5	6	7	8
Point	3.0	0.0	3.5	3.5	2.5	3.0	0.0	0.0

T&F	Penalty	Total
<b>15.5</b>	<b>0.0</b>	<b>15.5</b>

**■Freestyle (120Sec)****Canine Elements Maximum Score : 10.0**

			1st	Final
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.95	2.00
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	1.90	1.96
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.98	2.10
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.90	1.91

1st	Final
<b>7.73</b>	<b>7.97</b>

Judge Comment: **Go!!!!**  
*what amazing dog, work on grip he need more strong bite*

**Player Elements Maximum Score : 10.0**

			1st	Final
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	1.87	2.10
2	Release Diversity	A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases.	2.15	2.23
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.83	1.98
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.87	1.95

1st	Final
<b>7.72</b>	<b>8.26</b>

Judge Comment: **Showing the amazing dog super well! Happy future there!!**  
*you'll look in the dynamic routine. Your throwing skill is brightening up your dog.*

**Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements )**

			1st	Final
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.78	2.00
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	0.00	0.00
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.85	1.95
4	Dog Catch	1 dog catch with the disc in flight.	1.78	1.90
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.75	1.85
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.85	1.88
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	1.82	2.05

1st	Final
<b>7.30</b>	<b>7.90</b>

Judge Comment:

<b>1st</b>	<b>Execution</b> Max Score : 10.0	Catches <b>17</b> / Throws <b>21</b> * 10 = Execution	<b>8.10</b>
<b>Final</b>	<b>Execution</b> Max Score : 10.0	Catches <b>15</b> / Throws <b>21</b> * 10 = Execution	<b>7.14</b>
		1st <b>0.00</b> Final <b>0.00</b>	
		Penalty <b>0.00</b>	
		1st Total <b>30.85</b> Final Total <b>31.27</b>	
		1st*1.5 <b>46.28</b> +T&F <b>15.5</b> +Final*1.5 <b>46.91</b> = Total <b>108.68</b>	Rank <b>4</b>

# ISDC

EntryNo. **7** Player'sName **Yachi**

Canine'sName **Brits**

## Division 1

phone

### ■ Toss & Fetch Game (90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	4.5	4.5	3.0	4.5	0.0	4.0	4.5	0.0

T&F	Penalty	Total
<b>22.0</b>	<b>0.0</b>	<b>22.0</b>

### ■ Freestyle (120Sec)

#### Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	1.85	1.82		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	1.80	1.78		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	1.85	1.80		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	1.78	1.75	<b>1st</b>	<b>Final</b>
					<b>7.28</b>	<b>7.15</b>

Judge Comment:

#### Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	1.86	1.88		
2	Release Diversity	A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases.	1.91	1.81		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	1.83	1.83		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.85	1.80	<b>1st</b>	<b>Final</b>
					<b>7.45</b>	<b>7.32</b>

Judge Comment: **Clear throwing for pup.**

#### Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.65	1.60		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	0.00	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	1.68	1.64		
4	Dog Catch	1 dog catch with the disc in flight.	1.68	1.39		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	1.60	1.55		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	1.71	1.65		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	1.70	1.60	<b>1st</b>	<b>Final</b>
					<b>6.77</b>	<b>6.49</b>

Judge Comment: **Much smooth Great focusong**

<b>1st</b>	<b>Execution</b> Max Score : 10.0	Catches <b>21</b> / Throws <b>28</b> * 10 = Execution	<b>1st</b> <b>7.50</b>
<b>Final</b>	<b>Execution</b> Max Score : 10.0	Catches <b>13</b> / Throws <b>22</b> * 10 = Execution	<b>Final</b> <b>5.91</b>
		<b>Penalty</b> <b>0.00</b>	<b>1st Total</b> <b>29.00</b>
		<b>Final</b> <b>0.00</b>	<b>Final Total</b> <b>26.87</b>
<b>1st*1.5</b>	<b>43.50</b>	<b>+T&amp;F</b> <b>22.0</b>	<b>+Final*1.5</b> <b>40.31</b>
		<b>= Total</b> <b>105.81</b>	<b>Rank</b> <b>5</b>



# ISDC

EntryNo. **8** Player'sName **Lucka**

Canine'sName **Megan**

## Division 1

phone

### ■ Toss & Fetch Game (90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	0.0	4.0	4.0	4.5	4.0	4.5	0.0	0.0

T&F	Penalty	Total
<b>21.0</b>	<b>0.0</b>	<b>21.0</b>

### ■ Freestyle (120Sec)

#### Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.23	2.15		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	2.20	2.10		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.23	2.10		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.20	2.05	<b>8.86</b>	<b>8.40</b>

Judge Comment:

#### Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	1.93	1.95		
2	Release Diversity	A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases.	2.10	2.05		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.00	2.00		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.17	2.15	<b>8.20</b>	<b>8.15</b>

Judge Comment:

**quality in throws! Rhysmic with dog :) Could make the Over, DCs bigger along with dog's ability.**

**Great throws with variety. Need 1 more settle segment before finish**

#### Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	2.09	2.08		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	0.00	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	2.12	2.09		
4	Dog Catch	1 dog catch with the disc in flight.	2.05	2.05		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	2.16	2.17		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	2.10	2.20		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	2.15	2.21	<b>8.53</b>	<b>8.67</b>

Judge Comment:

**I like first throw action.**

**Swing**

**Show multiple on different area**

1st	<b>Execution</b> Max Score : 10.0	Catches <b>20</b> / Throws <b>24</b>	* 10 = Execution	<b>8.33</b>
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Final	<b>Execution</b> Max Score : 10.0	Catches <b>16</b> / Throws <b>24</b>	* 10 = Execution	<b>6.67</b>
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Penalty

1st	Final
<b>0.00</b>	<b>0.00</b>

1st Total	Final Total
<b>33.92</b>	<b>31.89</b>

1st*1.5	<b>50.88</b>	+T&F	<b>21.0</b>	+Final*1.5	<b>47.84</b>	= Total	<b>119.72</b>
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Rank	<b>1</b>
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# ISDC

EntryNo. **9** Player'sName **Kosuke**

Canine'sName **Greedy**

## Division1

phone

### ■Toss & Fetch Game(90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	4.5	0.0	0.0	3.0	0.0	0.0	0.0	0.0

T&F	Penalty	Total
7.5	0.0	7.5

### ■Freestyle (120Sec)

#### Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.17	2.11		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	2.16	2.08		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.08	2.05		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.10	2.15	1st	Final
					8.51	8.39

Judge Comment: **dog have great grip**

#### Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	2.20	2.25		
2	Release Diversity	A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases.	2.20	2.28		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.15	2.20		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	1.98	2.25	1st	Final
					8.53	8.98

Judge Comment: **It was a training routine. Throws are amazing. Several misses in a tricks in motion. Rushing around W-dead. Unclear finish product and exit of the trick.**

#### Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.95	2.00		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	0.00	0.00		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	2.05	2.10		
4	Dog Catch	1 dog catch with the disc in flight.	2.10	2.13		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	2.03	2.20		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	2.18	2.23		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	2.20	2.35	1st	Final
					8.53	8.91

Judge Comment: **Training for wind.guess Looks uncomfortable with Greedy.**

1st **Execution** Max Score : 10.0 Catches **18** / Throws **20** \* 10 = Execution **9.00** 1st

Final **Execution** Max Score : 10.0 Catches **17** / Throws **21** \* 10 = Execution **8.10** Final

Penalty **0.00** 1st **0.00** Final **0.00** 1st Total **34.57** Final Total **34.38**

1st\*1.5 **51.86** +T&F **7.5** +Final\*1.5 **51.57** = Total **110.93** Rank **3**

# ISDC

EntryNo. **10** Player'sName **Mona**

Canine'sName **Haribo**

## Division 1

phone

### ■ Toss & Fetch Game (90 Sec) Best Five Throws Max Score : 22.5

Throw	1	2	3	4	5	6	7	8
Point	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

T&F	Penalty	Total
<b>0.0</b>	<b>0.0</b>	<b>0.0</b>

### ■ Freestyle (120Sec)

#### Canine Elements Maximum Score : 10.0

			1st	Final		
1	Prey Drive	During the entire routine consistent focus and concentration must be sustained.	2.19	2.30		
2	Retrieval	The dog's ability to track, chase, and catch discs, while showing a variety of retrieval options (dropping them away from, or near the player, handing them to the player).	2.18	2.30		
3	Athleticism	The canine must execute control and consistency while leaping and landing, during standing, running, flipping and/or vaulting maneuvers.	2.30	2.35		
4	Grip	Before, during and after the moment of executing a disc, the canine must exhibit consistent commitment with adequate focus.	2.10	2.35	<b>8.77</b>	<b>9.30</b>

Judge Comment:

#### Player Elements Maximum Score : 10.0

			1st	Final		
1	Field Presentation	The routine must demonstrate planned movement around the playing field, incorporating a variety of throw of different lengths thrown in different directions.	2.05	2.15		
2	Release Diversity	A diversity of throws must be demonstrated by the player with variations in the grip and release, including with a minimum of 3 different releases.	1.95	2.35		
3	Disc Management	Releasing and replacing of all discs must be engaged in the seamless and consistent manner with no breaks.	2.10	2.35		
4	Rhythmic Team	Transitional movement must be designed with smooth transitions between maneuvers and segments.	2.05	2.32	<b>8.15</b>	<b>9.17</b>

Judge Comment:

*love preroutine, don't rush  
great performance love it all, before footstall is better no stop make it  
smooth transition*

#### Team Elements - Maximum Score : 10.0 (Best 4 Scores out of 7 Elements)

			1st	Final		
1	Two Different Overs	2 different over-the-body tricks: canine travels over the body, clearing the body of the player, to catch a disc placed in flight.	1.98	2.35		
2	Two Different Vaults	2 different vaults: canine leaps off player's body, touching the body, to catch a disc placed in flight. Player utilizes 2 different stances.	2.15	2.36		
3	Multiple Segment	1 multiple segment with a minimum of three consecutive throws in rapid secession.	2.03	2.35		
4	Dog Catch	1 dog catch with the disc in flight.	2.14	2.29		
5	Team Movement	Coordinating team movement, i.e. spin together, dog stall, weave under legs, etc.	2.25	2.36		
6	Passing Segment	Consecutive throws where the dog passes close to the player at least twice in a straight line.	2.14	2.40		
7	Directional Distance Movement	The team performs tricks consisting of at least 4 consecutive throws where by the dogs catches discs in a plane of space at a distance from the handler, including such movements as zigzags, circling outruns, and the like.	2.20	2.42	<b>8.74</b>	<b>9.54</b>

Judge Comment:

*When the foot stall Multi, show disc more front,  
Great!! Foot stall.*

<b>1st</b>	<b>Execution</b> Max Score : 10.0	Catches <b>17</b> / Throws <b>24</b> * 10 = Execution	<b>7.08</b>	1st	
<b>Final</b>	<b>Execution</b> Max Score : 10.0	Catches <b>23</b> / Throws <b>25</b> * 10 = Execution	<b>9.20</b>	Final	
		<b>Penalty</b> <b>1.00</b> <b>0.00</b>	<b>31.74</b> <b>37.21</b>	1st Total Final Total	
<b>1st*1.5</b>	<b>47.61</b>	<b>+T&amp;F 0.0</b>	<b>+Final*1.5 55.82</b>	<b>= Total 103.43</b>	<b>Rank 7</b>